

**Main Presenter:** Stephanie Quinn

**Title:** MineCraft: How virtual worlds can enhance learning in the classroom.

**First Name:** Stephanie

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**Position:** Teacher/ Graduate Student in Educational Technology

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**Equipment Needs:**

(EdTech 2015 will provide a screen, projector, standard wired microphone, a computer audio connection, and a standard internet connection in each breakout room. Presenters MUST supply computers (including any adapters necessary to connect it to the VGA cable which feeds the projector) and any equipment not listed above.)

**Title of Submission (15 words or less):** MineCraft: How virtual worlds can enhance learning in the classroom.

**Intended Audience (Check all that apply)**

General

K-5

6-8

9-12

Higher Ed

Administrative

Technology Coordinators

Technical

**Track:**

Instructional Technology

IT Security

Devices

Technical Support

Network and Infrastructure

PowerSchool

Professional Develop. and PLNs

One-to-One Initiatives

Technology Integration

Policies, Procedures and Safety

**Presentation Format**:

Hands-On



Activities-Based

Demonstration / Lecture

**Submission Description (no more than 50 words in length)**:

(This description will be used in the conference program book and will assist participants in their selection of sessions. NOTE: no edits will be made to this content so be certain to proofread your text.)

In this presentation participants will explore how gaming can enhance real world learning in all content area. We will explore how Minecraft can be used to create virtual worlds for learning. Students not only learn content but also career skills like collaboration, critical thinking, and programing.

**Expanded Submission Description (no more than 500 words in length)**

(This information is not included in the guidebook; however, including an expanded description or additional information will assist the selection committee in evaluating this session.)

Today’s workforce is enindated with technology. Very few careers are void of even the basic types of technology. Computers and the associated technology can be found in every aspect of our lives, from social to transportation. In order to provide our students with an education that will prepare them for these much needed 21st century skills we must start where they are. Todays youth spend most of their free time with social media and video games. A wise teacher will put these tools of the digital native to use. Brain research shows that certain types of games can increase perception, creativity, and decision making. NASA and the military have been using computer simulated “games” in training for years with great success. Scientist create computer generated models to test hypothsis that would otherwise be impossible due to cost or harm to the environment. Why not use these same tools to educate our youth?

Minecraft is a wildly popular “sandbox” game that allows players to create their own worlds. This would allow teachers to recreate an ancient civilization for students to explore and learn content and other 21st century skills. You can also explore genetics, test hypothesis or design experiments. In order to build your virtual world you first have to mine for the raw materials to create the structures and tools in your world. This process alone provides students with a platform to test ideas and build a community of learners that can world together for a common goal.

Below is a list of possible ways to use Minecraft in any classroom. The only limitation is your imagination

* Create a mathematical structure (tower or pyramid). When it is complete, calculate how many blocks were used.
* Build a replica of a historical site *to scale.*
* Design experiments and test hypothesis
* Explore chemistry, rocks, minerals, and engineering
* Design and explore ancient civilizations
* Virtual survival